

# ATTACK of the REALLY BIG THING!

An **EXPERIMENTAL** V&V Freebie (Revision B)

Written by: John P. Adams

Illustrations: Yad Ming Mui (at some point...)

This free supplement has been created for the purpose of play-testing rules for very large creatures and characters within the **Villains and Vigilantes** Superhero Role Playing system. It should be noted that the information and rule guidelines presented in this work are not to be considered "Canon" at this point as they are only in beta test. Players and GM's are encouraged to use this free rules expansion and provide feedback to the author and to FGU at the following web forum, in the "Really Big Thing" section:

<http://www.fantasygamesunlimited.net/phpbb/>

## CREATING REALLY BIG THINGS

"Really Big Thing" (abbreviated RBT) is simply a generic term used to describe characters, NPC's, and vehicles of very large size.

Begin creating a Really Big Thing just as you would a normal-sized character, using the **Villains and Vigilantes** rules. Roll or assign Strength, Endurance, Agility, Intelligence, and Charisma normally. Roll for powers per the rules, but note that one power for all Really Big Things must always be "**Size Change (A) Larger**"; this counts against the RBT's normal total of 1d6+2 powers. An expanded table for Size Change is attached.

Extended Size Change Table:

Height Factor	Weight Factor
1.5	3.4
2	8
3	27
4	64
5	125
6	216
7	343
8	512
9	729
10	1,000
11	1,331
12	1,728
13	2,197
14	2,744
15	3,375
16	4,096
17	4,913
18	5,832
19	6,859
20	8,000

Aside from the requirement for "Size Change (A)", the character creation process is normal. Due to the very large size (and therefore great weight) of RBT's, some power may be required to prevent the character's Agility Characteristic from being reduced to zero or below.

*Note to Game Masters: It is very easy to create an RBT that is simply unstoppable by any character short of a god. It is also possible that, due to the RBT's great weight, it will have an Agility of zero or less. Since common sense dictates that a creature cannot have a negative Agility score, then some power will be required to counter the loss of Agility. The simplest is "Heightened Agility", but a body power may also be used allowing the RBT to ignore weight-related modifiers to Agility. Some RBTs may use "Gravity Control" or a variant on "Flight" to make themselves lighter.*

*It is actually okay if an RBT has no chance of making a successful attack against a human-sized target. He/she/it will likely be able to knock over buildings and crush airliners, trains, and cargo ships, and that's enough for any villain (or force of nature).*

## REALLY BIG COMBAT

Like Character creation, combat using Really Big Things is little-changed.

### SURPRISE:

Because of the large difference in relative size between normal-sized characters and various RBT's there is a modifier to the % to detect hidden and % to detect danger rolls. The modified % to detect danger is found as follows:

$(\text{Defender's HF} / \text{Attacker's HF}) \times \% \text{ to Detect Danger}$ . This same formula applies to % to Detect Hidden. A table is provided at the end of this document for those not wishing to do math.

### RANGE MODIFIER:

Because it is relatively easy for a smaller character to hit a larger character, and harder for a larger character to hit a smaller character, this supplement adds a "Range Multiplier". This multiplier can be found by dividing the Attacker's HEIGHT FACTOR, by that of the Defender. Multiply the real range in inches by this number to find the "Modified Total Effective Range".

$(\text{Attacker's HF} / \text{Defender's HF}) \times \text{range} = \text{Modified Effective Range}$

Then use this value on the "Range Modification" table to get the Modifier to hit.

A table is provided at the end of this document for those not wishing to do math.

### OPTIONAL RULE:

*Really Big things will often hide behind other really big things, like buildings or mountains. Follow the table below to find the "Partial Cover" modifier:*

% hidden	Multiply Range by
25	1.5
50	2
75	3

## REALLY BIG COMBAT EFFECTS

Whenever a Really Big Thing takes damage to his Hit Points, there is a 1% chance per every point of damage equal to the character's Height Factor sustained that he will fall temporarily unconscious.

*Example: A Character with a Height Factor of 10 takes 9 points of Hit Point damage. His percent chance of being rendered unconscious is 0%. For every ten full points of damage this character takes there is a 1% chance that he will be knocked unconscious.*

All standard wake-up, healing, and resting rules apply to RBT's just as they do to normal-sized characters.

## KNOCKBACK

For each point of damage taken by a RBT from an impact-like attack, the character is propelled 1 inch away from his attacker (minus one inch for each Basic Hit the victim has).

*Note: Knockback is not changed from the rule stated in VV2, it is included here for clarification only (someone would have asked sooner or later...).*

## NOTES ON SCALED DAMAGE

The amount of damage done by a Really Big Thing's attacks does not change with its Height Factor. A Disintegration Ray attack still does 1d20 damage because it still has a PR of 2 per shot and the range for the attack has already been scaled for HF. Of course, the GM and player can work together to modify any power, device, or weapon to fit the particulars of the RBT in question. Examples are:

- Multiply damage by HF instead of range.
- Give the attack a Blast Radius equal to  $\frac{1}{2}$  HF (rounded down) instead of multiplying Range or Damage by HF. (See Gorillasaurus)
- Give the attack both scaled damage and range (or blast radius), but square the PR. [PR of 3 becomes a PR of 9]
- Give the attack all three and cube the PR. [PR of 3 becomes PR of 27]

## CANCELLING ACCURACY MODS (OPTIONAL)

Being "Really Big", RBT's usually have pretty severe negative modifiers to Agility. This comes from their high bodily weight and usually results in a negative accuracy stat. The effect of which is that two RBTs can stand toe-to-toe and continually miss one another (especially true in Melee/Hand-to-Hand combat). As an Option, the GM may "Cancel Out" the difference between the two RBT's Accuracy stats, as a method of speeding up the battle and making it more fun to play, more dramatic, and more realistic.

*Example: Mega-Goose has an Accuracy Stat of -2 due to while Pythax has an Accuracy stat of -4. They both have a Height Factor of 10, and when engaged in "Hand-to-Hand" combat, the end up missing each other a lot. The GM can change Mega-Goose's Accuracy to "0", and Pythax's to -2 for the duration of the battle to speed things up a little.*

## SPECIAL CASE POWERS

Most powers work without any adjustment when used against Really Big Things. Due to the special nature of "Death Touch", "Gravity Control", "Paralysis Ray", and "Revivication", however, a special rule applies. The normal PR to use these powers must be multiplied by the Defender's Height Factor divided by the Attacker's Height Factor (This number may not be less than "1").

Really Big PR = (Defender's HF / Attacker's HF) x Basic PR of power.

*Example: Character "A" has a Height Factor of 1. Character "B" has a height factor of 10. Character "A" wants to make a Paralysis Ray attack on Character "B". The PR for Paralysis Ray is 7 x (HF B / HF A), or 7 x (10/1), which equals 70 Power Points to make the attack.*

*Example: Character "A" has a Height Factor of 1. Character "B" has a height factor of 10. Character "B" wants to make a Paralysis Ray attack on Character "A". The PR for Paralysis Ray is 7 x (HF A / HF B), or 7 x (1/10). Since 1/10 = 0.10 is less than "1", we round it to "1" making the PR for the attack 7.*

## REALLY BIG WEAPONS (MELEE and MUSCLE POWERED)

Many RBTs will have some sort of weapons. These may include such standbys as Power Blast Devices or Energy Rifles, but may also include such items as swords, bows, huge shotguns, or exceedingly large boomerangs. These work just as they would for characters, but with range and damage modified for Height Factor.

Obviously the RBT will need arms of some kind in order to swing a sword, draw a bow, or throw a boomerang, and the ranges for these are calculated using normal rules for the weapon type modified by the Height Factor and HtH damage (remember, Character Weight has a direct effect upon Carrying Capacity, and therefore HtH damage).

If Rocket Ryuga had a really big battleaxe he used to battle Gorillasaurus, its stats would be as follows:

**Battleaxe: +1 to hit,..... HtH+1d8 Damage**

Ryuga is a 50-foot-tall (a Height Factor of 9) monster-fighting android, weighing in at 145,800 lbs. He has an Agility of 2, an HtH of 6d10, a damage mod of -2, and an accuracy of -6. If we figure he has "average" STR and END his carrying capacity will be 177,220 lbs.

So, the Battleaxe would do the following, with all of Ryuga's mods calculated in.

**Base To Hit: 0 (basic HtH to hit of 5 +1 [weapon accuracy], minus 5 for Agility-based to hit modifier).**

**Damage: ((6d10+1d8)-2[Damage Mod.])\*9 [Height Factor] – so somewhere between 45 and 594 points of damage could be delivered to the rampaging Gorillasaurus in a single attack, in the unlikely event he can actually score a hit.**

But what if, just to be unconventional, Ryuga wanted to use a Bow for a ranged attack? Standard Bow damage is as follows:

**+4 to hit, HtH+1 damage, and a range of Ax3**

That works great for normal-sized Villains and Vigilantes, but Ryuga's arrows would be about the size of telephone poles, so some adjustments may be in order. The stats of his gigantic bow would be as follows:

**Base to Hit: +3**

**Damage: ((6d10+1)-2[Damage Mod.])\*9[Height Factor] between 45 and 531 points.**

**Range: 54" (Ax3xHeight Factor)**

If, however Ryuga simply threw something at Gorillasaurus, say an empty railroad boxcar, he could throw it 92,898 inches (or 88 miles!). Again, we run into the Issue with low agility – the boxcar can only be accurately thrown Ax13" (because an empty box car weighs app. 74,000 lbs) x 9 [Height Factor] for a total of 234" or 1,170 feet (23" in "Really Big Scale") ([A x 13] 13 x Height Factor), and would do 5d10+10d10 damage. The boxcar would also have a higher to hit modifier than the bow (+1 as opposed to -1 for the bow).

So I guess that is why we don't see very many bows being used in Godzilla movies; it's easier to throw whatever is lying around.

## RBT BEHAVIOR

Sentient RBTs not controlled by some other entity behave as normal characters, they are just really big! Non-sentient RBTs (i.e. Gorillasaurus) behave like Animated Servants, Pets, or Animals (depending upon the circumstances for the particular RBT. Gorillasaurus behaves like an animal).

- **Beavereaux** (a gigantic Beaver who recently attacked Winnipeg, Manitoba, Canada) would behave like a normal non-sentient animal.
- **Mega-Robot XZ-1000** is known to be remotely controlled by the evil Doctor Kimura, and behaves like an animated servant.
- **Pyrodius** the dragon behaves like a pet, obeying the commands of his master Nobi Takahashi.

The rules for such RBTs are already covered in V&V; the only adjustments required are for size.

Putting this all together, we see that Beavereaux versus Ferettus would be a basic battle, just like a battle between Mister Impressive and Doctor Unpleasant. The only notable difference between the two battles would be the large amounts of damage done in each RBT attack. These large creatures still have power and hit points. They can still be rendered unconscious (1% of the un-multiplied amount of damage), and are still susceptible to knock-back (based on total damage versus basic hits). The same holds true for RBTs like Mecha-Skunkulon (a Really Big Skunk with bionic implants), Rocket Ryuga (RBT with Android Body), or Mega-Robot XZ-1000 (animated servant with robotic body). As long as the RBT is not basically a vehicle, the basic V&V rules apply with adjustments made for the large size of the RBTs.

## REALLY BIG EXPERIENCE

The experience value for a sentient RBT is the same as that for any other character:

$$(HP + Power) \times (\text{Exp Level} \times 2)$$

Non-sentient characters are assumed to be at level 4, so their experience value is always:

$$(HP + Power) \times 8$$

## REALLY BIG SCALE

Normally in V&V, five feet of distance is represented by one inch. This works quite well for almost everything that takes place in the game. RBT's, however, are an exception. A 120-foot long mega-snake would require a counter twenty-four inches in length. Such large game counters would tend to make table-top gaming somewhat problematic. For this reason I have introduced the option of "Really Big Scale" where a one inch square represents an area fifty feet along each side. Our 120-foot long monster python now becomes a 2½" counter, rather than twenty-four inches. This simplification is best used for RBT versus RBT battles, but may also be used for RBT versus Human-scale battles.

*Note: To use existing counters in Really Big Scale, copy or print them at 10%.*

## BUILDINGS

Really Big Things tend to smash a lot of things, in an urban environment most of the smashed stuff starts out as buildings. For most buildings, the rule of thumb for structural rating is as follows:

- Structural rating of material used to make building x 100 per each one inch square of each story of the building.
- When using "Really Big Scale" (see below), the Building's overall SR is Material SR x 1000 x stories per each 1" square.
- A building made from 80% steel and 20% glass would have a rating of  $((11 \times 0.8) + (2 \times 0.2) \times 100) \times \text{number of stories}$ .

## CROWDS

Also found in cities are people. People tend to gather into large groups and flee the Really Big Thing as it makes its way through the city smashing buildings. Crowds are actually pretty easy to deal with (for both GM's and RBTs).

An average human has 3 basic hits, 3 hit points, 40 power points and a movement rate of 30 inches per turn. A crowd of random size can be created by rolling 1d100, the resulting number being the total number of people in the crowd. Of course the GM can simply assign the crowd size arbitrarily. The physical size of the crowd is an area equal to the population in square inches, so a crowd of 100 people would take up 100 square inches (or a square 10" along each side).

For each 3 points of damage delivered to the area occupied by a crowd, one person is incapacitated.

GM's Option: For every 6 points of damage delivered to the crowd's area, 1 person is killed.

## GORILLASAURUS (Sample RBT)

Identity: Bo-Bo the Gorilla                      Sex: Male  
Side: Neutral (Non-sentient)                      Level: N/A\*  
Age: 15    Training: N/A

### Powers:

1. Animal Powers: Mammal x4
  - a. Heightened Agility A +13
  - b. Natural Weaponry. Claws and Teeth. +3 to hit, +6 damage.
    - 1) Special Ability: Angry Roar - anyone within 1 mile must make a Morale check.
  - c. Heightened Agility A +15
  - d. Heightened Endurance A +15
2. Animal Powers: Reptile x 5
  - a. Armor A: ADR=120, Weight x 3.6
  - b. Heightened Strength A +17
  - c. Heightened Strength A +6
  - d. Heightened Endurance A +12
  - e. Natural Weaponry. Tail spikes +2 to hit, +3 Damage with tail.
3. Size Change (A) Larger (permanent). Height Factor: 10 (60' tall), Weight Factor: 1,000 (720,000 lb total).
4. Flame Breath (Attacks as Flame Powers). 72" range, 1d12 damage, 5" radius using "Normal Scale", PR=3/attack.

Weight: 720,000 lbs.	Basic Hits: 14,400
Agility Mod: -24	Strength: 34
Endurance: 38	Agility: 15
Intelligence: -	Ferocity: 14
Reactions from Good: -1	Evil: -1
Hit Mod: 19.14	Hit Points: 275,616
Damage Mod: +1	Healing Rate: 15,840
Accuracy: +2	Power: 87
Carrying Cap.: 15,517,440 lbs.	Basic HtH: 12d10
Movement Rate: 870" turn	
Detect Hidden: -	Detect Danger: 30%
Inventing Points: -	Inventing: -

**Origin and background:** It was a bright, clear day when the meteorite struck the Detroit Zoo. About the size of a bowling ball, the space rock struck the reptile house, vaporizing it instantly. The resulting cloud of highly radioactive dust drifted across the zoo into the gorilla habitat. Within hours, most of the gorillas had died, only "Bo-Bo" the beloved mascot of the zoo was still clinging to life. Experts from all over the world were flown in to help save Bo-Bo, but after three days, it was determined that the great ape's fate was "In the hands of the almighty".

For the next week, people gathered around the gorilla habitat to show support for the "Gentle Giant", holding candlelight vigils, and prayer sessions. Finally, on the tenth day, Bo-Bo seemed to be recovering. The next day, he was back in his habitat swinging from his favorite tire swing. After the tragic loss of the reptiles, most of the gorillas, six hippos, four giraffes, seven zebra, and a whole lot of reptiles and snakes, the city of Detroit turned out to celebrate Bo-Bo's complete recovery.

On the day of the celebration, astute observers noticed something unusual about Bo-Bo; he was growing. It started slowly, but soon accelerated. An hour into the celebration, Bo-Bo was already twenty feet tall, and was growing a tail and scales. As the zoo officials were beginning to usher people away from the gorilla habitat, Bo-Bo breathed a ball of fire, setting the beer tent ablaze. With Bo-Bo still getting bigger, growing scales, a spiked tail, and huge fangs, and breathing fire, panic spread through the crowd. In the rush to escape the rapidly growing gorilla, several zoo patrons were trampled.

Infused with radioactive reptile DNA, Bo-Bo, the once calm and gentle zoo mascot was very rapidly becoming something monstrous and menacing. Attempts by zoo employees to tranquilize Bo-Bo failed completely, and within a few minutes, the mutant ape had escaped his habitat and begun terrorizing the zoo in general, then the parking lot, and then the city beyond. By the end of the day, Bo-Bo, now labeled "Gorillasaurus" by local news reporters, had reached his full sixty-foot height, and had destroyed an automobile factory, two office buildings, and tens of private homes.

The National Guard arrived with tanks, helicopters, and fighter aircraft, but was unable to do more than annoy the giant beast. Finally, after rampaging for twelve straight hours, Gorillasaurus appeared to wear himself out, and slipped away into Lake Erie. In his wake, Gorillasaurus left thousands homeless, hundreds dead, and most of the city without basic utility services.

The whereabouts of Gorillasaurus was not known. Searches performed by the Navy, Air Force, Army, and even the Great Lakes Institute found nothing, and it was assumed that the monster had vanished. That is until he showed up in Sudbury, Ontario and laid waste to most of the town before disappearing into the Canadian forests.

**CombatTactics/M.O.:**As explained earlier in the text of this document, Gorillasaurus is a force of nature, but one who is drawn towards non-natural (i.e. man-made) structures and vehicles. He has no true intelligence, but simply uses the best weapon at hand to destroy evidence of humanity. The flame attack is used to strike targets outside of HtH range. After about twelve hours, Gorillasaurus will run out of rage, and will wander off (normally towards a large body of water).

**Personality/Character Traits:** He's a sixty-foot-tall mutated cross between a reptile and a Gorilla. He is really big, really strong, can breathe fire, is nearly invincible, and is prone to inexplicable fits of rage. Basically, he's about as unpleasant as a critter can get.

\* Attacks/defends as level 4. May not gain experience.

**EXP Value: 2,205,624**

## COMBINED RBT's

Some RBT's are actually several smaller things. These smaller things, called "Elements", are fairly normal (by V&V standards). In addition to any other powers or abilities, each element must have the following power and weakness:

Transformation (A) Power Activation: Becomes part of [Combined RBT]. PR=0, Transformation requires one action.

Weakness: Must be within "X" inches of all other elements that make up [Combined RBT] in order to transform.

"X" should be the same for each of the elements, and should be agreed upon by the GM and player (or players) in advance.

As with standard V&V transformation the resulting RBT requires its own character sheet, and may be completely different from any of the elements.

This is all pretty easy when there is a "master" element, and the remaining elements are "Animated Servants". In this case, the Master Element is, essentially, the character and receives all experience and makes all combat rolls, etc... Some Combined RBT's are made up of vehicles, each operated by a different character. The GM and player (or players) will have to agree upon how the RBT will function as well what duties each character will perform when the elements are combined. The various combinations are virtually unlimited, and simply cannot be covered in this document.

## REALLY BIG VEHICLES

Really Big Vehicles are just like normal Vehicles, but larger! Build the vehicle as you would any other vehicle, making it as large as the GM will allow, following the rules in the V&V rules. When needed, a Height Factor can be found by either finding the cubed root of the vehicle's weight (it's on your calculator), or dividing its height or length by 6. This may be used wherever "Height Factor" or "HF" is called out in the above supplement.

For very large vehicles, like Star Ships, Giant Robots, etc... it is a good idea to break them up into smaller elements, each with its own Hits to Disable, Hits to Destroy, and functions. An arm, for instance, may hold a Really Big Sword. If that arm is disabled or destroyed, then the vehicle loses the ability to attack with that sword. A Star Ship may have one section dedicated to propulsion. If that segment is disabled, the ship may no longer be able to move. It is useful to assign these segments values for die rolls.

A Really Big Robot may have 1d6 locations as follows:

Die Roll	Location
1-2	Body
3	Left Arm
4	Right Arm
5	Left Leg
6	Right Leg

For a Star Ship, the rolls might be:

Die Roll	Location
1	Cargo Bay
2	Bow
3	Starboard Midships
4	Bridge Section
5	Drive Section
6	Reactor Section
7	Ram Scoop
8	Stern
9	Port Midships
10	Radiators/Sails

The type and number of devices, systems, crewmen, etc... for each element/section should be agreed upon by the GM and player, along with the effects of damage to these areas. Just as in Comic Books, the scope and variety of Really Big Vehicles is virtually unlimited.

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**TOTAL EFFECTIVE RANGE MULTIPLIER TABLE**

		DEFENDING RBT										
Height Factor		1	1.5	2	3	4	5	6	7	8	9	10
ATTACKING RBT	1	1	0.67	0.50	0.33	0.25	0.20	0.17	0.14	0.13	0.11	0.10
	1.5	1.50	1	0.75	0.50	0.38	0.30	0.25	0.21	0.19	0.17	0.15
	2	2.00	1.33	1	0.67	0.50	0.40	0.33	0.29	0.25	0.22	0.20
	3	3.00	2.00	1.50	1	0.75	0.60	0.50	0.43	0.38	0.33	0.30
	4	4.00	2.67	2.00	1.33	1	0.80	0.67	0.57	0.50	0.44	0.40
	5	5.00	3.33	2.50	1.67	1.25	1	0.83	0.71	0.63	0.56	0.50
	6	6.00	4.00	3.00	2.00	1.50	1.20	1	0.86	0.75	0.67	0.60
	7	7.00	4.67	3.50	2.33	1.75	1.40	1.17	1	0.88	0.78	0.70
	8	8.00	5.33	4.00	2.67	2.00	1.60	1.33	1.14	1	0.89	0.80
	9	9.00	6.00	4.50	3.00	2.25	1.80	1.50	1.29	1.13	1	0.90
10	10.00	6.67	5.00	3.33	2.50	2.00	1.67	1.43	1.25	1.11	1	

Multiplier = "Defending RBT" / "Attacking RBT"

**PERCENT TO DETECT MULTIPLIER TABLE**

		DEFENDING RBT										
Height Factor		1	1.5	2	3	4	5	6	7	8	9	10
ATTACKING RBT	1	1	1.50	2.00	3.00	4.00	5.00	6.00	7.00	8.00	9.00	10.00
	1.5	0.67	1	1.33	2.00	2.67	3.33	4.00	4.67	5.33	6.00	6.67
	2	0.50	0.75	1	1.50	2.00	2.50	3.00	3.50	4.00	4.50	5.00
	3	0.33	0.50	0.67	1	1.33	1.67	2.00	2.33	2.67	3.00	3.33
	4	0.25	0.38	0.50	0.75	1	1.25	1.50	1.75	2.00	2.25	2.50
	5	0.20	0.30	0.40	0.60	0.80	1	1.20	1.40	1.60	1.80	2.00
	6	0.17	0.25	0.33	0.50	0.67	0.83	1	1.17	1.33	1.50	1.67
	7	0.14	0.21	0.29	0.43	0.57	0.71	0.86	1	1.14	1.29	1.43
	8	0.13	0.19	0.25	0.38	0.50	0.63	0.75	0.88	1	1.13	1.25
	9	0.11	0.17	0.22	0.33	0.44	0.56	0.67	0.78	0.89	1	1.11
10	0.10	0.15	0.20	0.30	0.40	0.50	0.60	0.70	0.80	0.90	1	

Multiplier = Defending RBT / Attacking RBT

**POWER REQUIREMENT MULTIPLIER TABLE**

		DEFENDING RBT										
Height Factor		1	1.5	2	3	4	5	6	7	8	9	10
ATTACKING RBT	1	1	1.50	2.00	3.00	4.00	5.00	6.00	7.00	8.00	9.00	10.00
	1.5	1	1	1.33	2.00	2.67	3.33	4.00	4.67	5.33	6.00	6.67
	2	1	1	1	1.50	2.00	2.50	3.00	3.50	4.00	4.50	5.00
	3	1	1	1	1	1.33	1.67	2.00	2.33	2.67	3.00	3.33
	4	1	1	1	1	1	1.25	1.50	1.75	2.00	2.25	2.50
	5	1	1	1	1	1	1	1.20	1.40	1.60	1.80	2.00
	6	1	1	1	1	1	1	1	1.17	1.33	1.50	1.67
	7	1	1	1	1	1	1	1	1	1.14	1.29	1.43
	8	1	1	1	1	1	1	1	1	1	1.13	1.25
	9	1	1	1	1	1	1	1	1	1	1	1.11
10	1	1	1	1	1	1	1	1	1	1	1	

Multiplier = Defending RBT / Attacking RBT (may not be less than "1")